

WHIZ-BANG

RULES AND INFORMATION



**A COOPERATIVE PROGRAM BETWEEN
TEXAS 4-H SHOOTING SPORTS AND
TEXAS PARKS & WILDLIFE DEPARTMENT**



Revised 1/25/2018

Whiz-Bang

The Whiz-Bang event consists of targets shot in fifty (50) bird increments from five (5) shooting stands with shooters rotating from each stand after a series of five (5) true pairs. The game offers several different skill levels and utilizes six (6) to eight (8) automatic trap machines to simulate game birds. Targets are released in a predetermined sequence displayed on a menu card or board visible to the shooters while in the shooting stand. Whiz-Bang rules must be followed at all times while conducting this event.

A. Land

1. The minimum area should be 50 yards wide along the shooting stand line.
2. The minimum area should be 300 yards deep to the left and right of the center shooting stand creating an 80% arc for a safe shot fall zone.
3. The game can be overlaid on a skeet field and/or a trap field.

B. Equipment

1. A minimum of six (6) and a maximum of eight (8) traps will be used.
2. Machines should include;
 - a. a rabbit trap (may be thrown as a chandelle)
 - b. a vertical trap (springing teal with a minimum 60% target flight)
 - c. a right to left quartering target
 - d. a left to right quartering target
 - e. a crossing target (left to right or right to left and can be curling)
 - f. an incoming target

(Note: a tower target may be used but not required and if used must have a minimum target height of twelve (12) feet)
3. Five (5) shooting stands not less than seven (7) feet in height and not more than 54 inches across the front opening will be used.

C. Layout

1. Shooting stands **must** be in a **STRAIGHT LINE** for safety to each shooter. The stands must be not less than three (3) yards or more than six (6) yards apart from center to center.
2. The trap placement and target flight paths **must** be arranged with safety in mind as follows;
 - a. Rabbit target: This target can be presented in a variety of ways such as a straight crosser with a minimum distance of seven (7) yards and a maximum distance of 25 yards (18 yards is recommended). This target can also be thrown as a chandelle. A quartering rabbit target should be set at a minimum of seven (7) yards at its closest point to the nearest shooting cage if the target is quartering away.
 - b. Vertical target (Springing teal): This target can be thrown in a variety of ways such as going up and out, up and in as well as from the side while keeping safety in mind.

- c. Quartering targets: These targets can be thrown as edged targets or looping top or belly targets.
 - d. Crossing target: This target can be thrown as an edged target such as a high or low house skeet target or as a looping target with the targets' top or belly showing.
 - e. Incoming target: This target can come from any angle and at any reasonable height as long as the target or its broken pieces do not create a safety hazard to shooters or spectators.
 - f. Tower target: This target may be used but not required. If thrown, a tower target should come from behind at any angle with a flight path of not less than twelve (12) feet above ground level.
3. For safety reasons, **all** traps must be placed in a position that prevents broken targets from hitting competitors or causing competitors gun to be pointed in an unsafe direction either when at the hold point or firing at a target. Traps placed too close to the shooting stand line can create a serious hazard. Trap placement is vital in ensuring safety to all. A trap placed in front of any shooting stand must be at a minimum of five (5) yards in front of the shooting line. Any trap placed to the side or behind the shooting stands must be placed at a safe distance so that any person will not be hit with the target or a broken piece of a target as it leaves the trap. All traps must be at a sufficient distance so as to prevent competitors from selecting a hold point too close to any other person or in the direction of any other person.

D. Rules

1. Eye and ear protection for all competitors is required. Eye and ear protection for all persons in close proximity to any one of the shooting stands is recommended.
2. All guns must be open and empty when changing stands.
3. All muzzles must be kept pointed down range or in a safe direction. If stands that are entered from the rear are used then all guns will be loaded and closed **only** if the muzzle is over the front cross bar of the shooting stand.
4. Shooters may not leave their stand until instructed to do so by the referee or until the last shooter has fired his or her last shot, **NO EXCEPTIONS**.
5. All shooters who enter a shooting stand must keep their feet within the boundary of the shooting stand at all times unless instructed by the referee to change stands. A violation of this rule will result in a "NO-BIRD" being called. Any continued disregard of this rule will result in losing that particular pair of targets or being disqualified and asked to leave their stand. This is especially important when stands that are entered through the front are being used.
6. Shooters may place live ammo into the chamber of their gun but **may not** close the gun or action until it is his or her turn to call for their targets.
7. Only two (2) shells may be loaded into the firearm at any time.
8. Competitors should bring a minimum of sixty (60) shells with them to the shooting stand.
9. A competitor will not be allowed to change any choke once the fifty (50) target sequence has started.

10. The following (or tracking) of other competitor's targets with a firearm is **not allowed.**
11. Coaching by a parent or coach is not allowed during the event.
12. If caps are worn, the bill must be facing forward. If the bill of the cap interferes with the shooters' sight of any target, then the cap should be taken off.
13. This game is a true pair game therefore; "fair pair in the air" exists. Should either target come out broken, a "NO-BIRD" will be called and the pair must be thrown again. No target will be established as "DEAD." Re-shoot the pair.
14. Each shooter, during any one fifty (50) target sequence, is allowed three (3) malfunctions. The three (3) combined malfunctions can be attributed to the firearm, the ammunition or both. Targets not attempted because of the three (3) allowed malfunctions shall be treated as "NO-BIRDS," and the targets will be thrown again. Targets not attempted due to a malfunction of the fourth or more malfunction, will be scored as "LOST." The score keeper should mark each malfunction on the score sheet.
15. In the case of a gun or ammunition malfunction, the shooter **must** remain in place, the gun pointed safely down range and **must not** open the gun or tamper with trigger, safety or barrel selector, until the referee or puller has determined the cause and made his/her ruling.
16. If a firearm malfunctions and must be changed out, the replacement firearm must have the same size choke as the malfunctioning firearm (i.e. C to C, IC to IC, Mod to Mod, etc.)
17. The allowable time to get a replacement gun is left up to the referee but a suggested maximum time is five (5) minutes.
18. Shooter malfunctions such as, the safety being on, unloaded firearm or the shooter not knowing which targets are being thrown, are **not** allowed and those targets will be scored as "LOST."
19. When the competitor is calling for their target the firearm must be in a low-gun position. Low-gun meaning, the "HEEL" of the stock must be below the armpit. The "HEEL" of the stock is the top of the butt pad or most rear part of the stock when the gun is held in the shooting position.
20. **The shooter shall not move the gun until the target has left the trap.**
21. Referees or pullers will warn shooter's **one (1)** time about an improper low-gun hold when calling for targets. After the one (1) warning, a referee or puller may elect to not pull targets for a shooter who uses an improper low-gun hold or they may pull the targets then call and score the pair as "LOST" no matter the outcome of the shots.
22. No squad will have less than three (3) shooters. This is to ensure that each competitor will get to see the pair they will be attempting to shoot at least twice before calling for their targets. A referee or shoot management may elect to have a youth shooter shoot for no score to fill in and meet this requirement. If this is done, the "fill in" shooter **must** have already shot for his or her score for that event.

23. At all Whiz-Bang qualifier shoots, show pairs will be shown to the first squad of the day **ONLY** for each field. **ONLY** if exigent circumstances exist, the referee or Qualified Target Setter may elect to show the pairs to any additional squads.
24. Shooters are responsible for viewing targets on their own prior to their shoot time.
25. The shooter in stand one (1) is always the first shooter in the new sequence of the five (5) true pair sequence. Shooter one (1) shoots then shooter two (2), three (3), four (4) and five (5) follow suit.
26. When five (5) pair for each shooter has been attempted, the referee will announce to “unload and rotate or change.”
27. The shooter exiting stand one (1) will exit the stand and move to stand five (5) while walking behind all stands. All other shooters will exit their stands and rotate or change to the stand to their left (i.e. shooter two (2) moves to stand one (1), three (3) moves to two (2), four (4) to three (3) and so on).
28. If there are any less than five shooters, all shooters will be arranged in consecutive order, starting with cage one.
29. Should a shooter question a call, the referee **may** poll other shooters in their squad. The referees’ call is final.
30. No score other than that of the referee and/or the scorekeeper will be considered.
31. The referee will call targets “LOST,” “DEAD” etc. in a tone so as to be heard by all shooters in the squad.
32. **ONLY** the scorekeeper will make marks on the score sheet that are clearly distinguishable such as an “O” for “LOST and an “X” or “/ \” for “DEAD.” Shooters **are not** allowed to change any mark on the score sheet.
33. Each shooter must call for their targets in a voice that is loud enough to be heard by the referee or puller. The shooter may be asked to call louder for their targets in the event the referee or puller cannot hear them.
34. Qualified Target Setters must be TPWD personnel or an adult 4H shotgun volunteer who has worked a minimum of five (5) Whiz-Bang qualifiers with Morgan Harbison, and have been approved by TPWD personnel to set targets for Whiz-Bang qualifiers.
35. Qualified Target Setters may not set targets for their own county or club shoot.
36. The Qualified Target Setter has sole discretion of the trap setup using the outlined information in section **C- Layout**. The target angle, speed and color as well as trap placement is the QTS’s responsibility. All QTS’s should communicate periodically about target setup in an attempt to keep the events equally competitive across the state.

E. Scoring & Score Sheets

1. A Whiz-Bang Qualifier is a shoot that has been approved by TPWD personnel **only**.
2. Club managers and/or 4H shoot management should use the TPWD Whiz-Bang score sheet and insure that the county name or shoot is on it.
3. The age class for each shooter should accompany the name of the shooter on the score sheet.

4. Shoot offs for individuals at each Whiz-Bang qualifier should be settled by each shooter shooting three (3) true pair from station three (3). In the event shooters are still tied then an additional two (2) true pairs will be attempted. If there is still a tie, then repeat this process from station one (1), then five (5) and so on.
5. For shoot offs, the QTS or shoot management should change the traps original setting and/or pairs.
6. A Whiz-Bang qualified score is the original score shot in the initial fifty (50) target sequence.
7. The **original** score sheets will need to be mailed to:
Morgan Harbison @ TPWD
TAMU-2258, Bldg 1537
534 John Kimbrough Blvd.
College Station, TX 77843-2258

(This is so TPWD will be able to verify a shooters' score, if questioned, for finals.)

8. Those original sheets should be mailed within four (4) weeks of the conclusion of each particular Whiz-Bang qualifier. The exception to this is, if the shoot is held in July of the current 4H year, those score sheets need to be delivered to Morgan Harbison either in person or by mail by the conclusion of the State Games in the same year.
9. Any score sheets not turned in by the deadlines listed above will be grounds for that particular Whiz-Bang not being considered as a qualified Whiz-Bang nor will those scores for each shooter be considered.
10. A printed spread sheet of the scores, and break-out of each age group for **all** shooters should be sent after each qualifier to help tabulating them to determine which shooters are qualified for Whiz-Bang Finals.

F. Annual Finals

1. All participants must have been in a 4H shooting sports club or project in Texas during the 4H year in which the finalists are selected from. Finals are held in October during the National Sporting Clays Championship. A finalist may or may not be a 4H shooter at the time of the finals depending on the situation but must have been during the year when scores were calculated from. For example, a Senior 2 shooter may have graduated out of the 4H program after the 4H year ended on August 31st, or a shooter may have decided to not rejoin the 4H program for the current 4H year which began on September 1st of that calendar year.
2. Each participant will compete in only one (1) of the four (4) 4H age brackets. (Junior, Intermediate, Senior 1 or Senior 2).
3. Each participant must compete in a minimum of six (6) Whiz-Bang qualifiers to be considered for the annual finals event.
4. **Finals will be calculated on a point system based on the top ten highest scores, and all ties, from each qualified shoot. Points will be awarded based on the following table:**

Highest score and all ties	20 pts
Second highest score & all ties	18 pts
Third highest score & all ties	16 pts
Next highest score & all ties	14 pts
Next highest score & all ties	12 pts
Next highest score & all ties	10 pts
Next highest score & all ties	8 pts
Next highest score & all ties	6 pts
Next highest score & all ties	4 pts
Tenth highest score & all ties	2 pts

5. Each participant's highest four (6) points awarded will be added together and that total will be used to rank the finalists. If there are any ties within the top ten (10) scores in each age bracket then the ties will be broken using the next highest point or points of the remaining qualified shoots.
6. The top five (5) shooters in each age bracket will be notified of his or her being qualified for finals.
7. An invitation to attend and compete at the finals will be sent to each finalist.
8. A shooter who is invited to the Whiz-Bang Finals is required to notify Morgan Harbison at morgan.harbison@TPWD.texas.gov or by phone at (512) 413-0194 within one (1) week of receiving his or her notification acknowledging acceptance to the finals.
9. Shooters not in the top five (5) for each age bracket are considered alternates. If a top five (5) notified finalist does not acknowledge or accept the invitation to the finals, then beginning with the first alternate, (number six (6) on the list) an invitation will be sent. Subsequent invitations will be sent until five (5) finalists in each age bracket have accepted their invitation. Notification and acceptance rules apply the same to subsequent individuals.
10. Each finalist will be given the date of the finals on their invitation. Historically the Whiz-Bang Finals are held in October each year at the National Shooting Complex in San Antonio, Texas.
11. On the day of the finals event, shooters **must** arrive and check in at the location of the event between 8am and 8:30am. The event will start at or about 9am.
12. Prior to beginning the finals event, each age bracket of finalist's will be given the opportunity to shoot at five (5) true pairs of targets of his or her choosing prior to the competition target menu being posted.

Contact Morgan Harbison at TPWD if there are questions at;

(512) 413-0194 or morgan.harbison@TPWD.texas.gov.